



MARIGOLD MORNINGFALL

Wizard 9 (Diviner)	49,440	
CLASS & LEVEL	EXPERIENCE POINTS	PLAYER NAME
Half-Elf	Acolyte	
RACE/ANCESTRY/HERITAGE	BACKGROUND	CAMPAIGN or PLAYER ID

STR
+0
10

DEX
+2
14

CON
+2
14

INT
+5
20

WIS
+1
12

CHA
+0
10

+4

PROFICIENCY BONUS

SAVING THROWS

+0 Strength Saves
+2 Dexterity Saves
+2 Constitution Saves
+9 Intelligence Saves *
+5 Wisdom Saves *
+0 Charisma Saves
* Prof. bonus added

SKILLS

+2 Acrobatics (*Dex*)
+1 Animal Handling (*Wis*)
+9 Arcana (*Int*) *
+0 Athletics (*Str*)
+0 Deception (*Cha*)
+9 History (*Int*) *
+5 Insight (*Wis*) *
+0 Intimidation (*Cha*)
+9 Investigation (*Int*) *
+5 Medicine (*Wis*) *
+5 Nature (*Int*)
+1 Perception (*Wis*)
+0 Performance (*Cha*)
+0 Persuasion (*Cha*)
+9 Religion (*Int*) *
+2 Sleight of Hand (*Dex*)
+2 Stealth (*Dex*)
+1 Survival (*Wis*)

* Prof. bonus added

11

PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: none
Weapons: dagger, dart, light crossbow, quarterstaff, sling
Tools: none
Saving Throws: Intelligence, Wisdom
Skills: Arcana, History, Insight, Investigation, Medicine, Religion
Languages: Common, Elvish, Goblin, Celestial, Draconic

ARMOR CLASS (AC)

12

INITIATIVE

+2

SPEED

30 ft.

Armor Worn: none

HIT POINTS

56

HIT DICE

9d6

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Dagger (offhand as bonus action). As above but only 1d4 piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+0 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft. If used two-handed in melee, does 1d8+0 damage.)

MAGIC, FEATS & SPECIAL ATTACKS

Ray Of Frost Cantrip. *Ranged Spell Attack:* +9 to hit, targets one creature or object within 60 ft. range. *Hit:* 2d8 cold damage and target's speed reduced by 10 feet for one round.

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: two (2) daggers, spear, set of common clothes, holy symbol: amulet, prayer book, 5 sticks of incense, vestments. (This load is about 9 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 608 gold pieces (gp); 37 silver pieces (sp); 24 copper pieces (cp); 3 gems (worth 100 gp each)

FEATURES, TRAITS & MORE

Alignment: Chaotic Neutral. I follow my shifting whims with little concern about rules or later consequences.

Acolyte Background [PHB p. 127]

- **Feature:** Shelter of the Faithful.
- **Traits:** Followed best friend into serving the faith. Once was seduced by an incubus.
- **Ideals:** Rally for pending religious war.
- **Bond:** Reliable comfort to the faithful.
- **Flaw:** Pushy about conversion.

Half-Elf Traits [PHB p. 38]

- **Creature Type:** Humanoid
- **Age:** 56 years old
- **Medium Size** (5' 5", 142 lbs.)
- **Darkvision** (60 feet)
- **Fey Ancestry** (vs. charm, no sleep)

Wizard Class Features [PHB p. 112]

- **Ritual Casting**
- **Arcane Recovery** (regain spell slots totalling 5 levels after short rest once per day)
- **Divination Savant** (copy such spells in half the time)
- **Portent** (roll two d20s, use numbers as die results at any time)
- **Expert Divination** (when divination spell cast, regain one expended spell slot of lesser level)

Spellcasting [PHB p. 201]

Spell Attack Modifier +9

Spell Save DC 17

Cantrips Known: *Friends, Prestidigitation, Ray of Frost, True Strike*

Prepared Spells

1st Level (4 slots): *Mage Armor, Detect Magic, Identify, Charm Person*
2nd Level (3 slots): *Locate Object, Detect Thoughts, Invisibility, Misty Step*
3rd Level (3 slots): *Clairvoyance, Fly*
4th Level (3 slots): *Locate Creature, Confusion*
5th Level (1 slot): *Scrying, Cloudkill*

ENCUMBRANCE

Lifting & Carrying: 150 lbs. max. carrying capacity; 300 lbs. pushing or dragging (speed -5 ft.); 300 lbs. max. lift.

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- **Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- **Cast Spell:** If casting time 1 action.
- **Dash:** Double Speed this turn.
- **Disengage:** Avoiding all opportunity attacks while moving; "defensive retreat."
- **Dodge:** Give attackers disadvantage.
- **Escape:** Try to break free from grapple.
- **Grapple:** Special melee attack.
- **Help:** Give an ally advantage on one ability check or attack roll.
- **Hide:** Stealth allowed only if unobserved.
- **Ready:** Plan to take action as reaction when trigger occurs.
- **Search:** Perception or Investigation check.
- **Shove:** Special melee attack.
- **Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- **Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- **Use Potion:** Drink or administer.
- **Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- **Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- **Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- **Move:** Distance equal to Speed.
- **Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- **Drop Prone:** No cost to Speed.
- **Stand Up:** From Prone position/condition, costs half Speed that turn.
- **Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- **Cast Spell:** If casting time 1 reaction.
- **Opportunity Attack:** May make one attack if enemy moves out of reach.
- **Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- **Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- **Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.

« BACK TO GENERATE ANOTHER CHARACTER

Page number references...

[PHB] = *Dungeons & Dragons Player's Handbook (5th edition)* by Mike Mearls and Jeremy Crawford, published Aug. 19, 2014, by Wizards of the Coast (ISBN-10: 0786965506; ISBN-13: 978-0786965501).

[DMG] = *Dungeons & Dragons Dungeon Master's Guide (5th edition)*, by Mike Mearls and Jeremy Crawford, published Dec. 9, 2014, by Wizards of the Coast (ISBN-10: 9780786965625; ISBN-13: 978-0786965625).

[MM] = *Dungeons & Dragons Monster Manual (5th edition)* by Mike Mearls and Jeremy Crawford, published Sept. 30 2014, by Wizards of the Coast (ISBN-10: 0786965614; ISBN-13: 978-0786965618).

[ERRLW] = *Eberron: Rising from the Last War* by Jeremy Crawford, James Wyatt and Keith Baker, published Nov. 19, 2019, by Wizards of the Coast (ISBN-10: 0786966890; ISBN-13: 978-0786966899).

[MOoT] = *Mythic Odysseys of Theros* by F. Wesley Schneider, James Wyatt, published July 21, 2020, by Wizards of the Coast (ISBN-10: 0786967013; ISBN-13: 978-0786967018).

[MToF] = *Mordenkainen's Tome Of Foes* by Mike Mearls and Jeremy Crawford, published May 29, 2018, by Wizards of the Coast (ISBN-10: 0786966246; ISBN-13: 978-0786966240).

[TCoE] = *Tasha's Cauldron of Everything*, published Nov. 17, 2020, by Wizards of the Coast (ISBN-10: 0786967021; ISBN-13: 978-0786967025).

[VRGtR] = *Van Richten's Guide To Ravenloft* by F. Wesley Schneider and others, published May 18, 2021, by Wizards of the Coast (ISBN-10: 0786967250; ISBN-13: 978-0786967254).

[VGtM] = *Volo's Guide To Monsters* by Mike Mearls, published Nov. 15, 2016, by Wizards of the Coast (ISBN-10: 0786966017; ISBN-13: 978-0786966011).

[WBtW] = *The Wild Beyond The Witchlight* by Chris Perkins and team, published Nov. 15, 2016, by Wizards of the Coast (ISBN-13: 978-0786967278).

[XGtE] = *Xanathar's Guide to Everything* by Mike Mearls and Jeremy Crawford, published Nov. 21, 2017, by Wizards of the Coast (ISBN-10: 0786966114; ISBN-13: 978-0786966110).

Books are available from a [gaming store](#) near you.

HEY CRITTERS! CRITICAL ROLE SOURCEBOOKS

[TDCS] = *Critical Role: Tal'Dorei Campaign Setting* by Matthew Mercer, published Oct. 17, 2017, by Green Ronin Publishing (ISBN-10: 193457940; ISBN-13: 978-1934579477).

[EGtW] = *Explorer's Guide to Wildemount* by Matthew Mercer, published March 17, 2020, by Wizards of the Coast (ISBN-10: 0786966912; ISBN-13: 978-0786966912).

[Gunslinger] = *Gunslinger Martial Archetype for Fighters* by Matthew Mercer, from <https://www.dmsguild.com/product/170778/Gunslinger-Martial-Archetype-for-Fighters>

[Blood Hunter] = *Blood Hunter Class for D&D 5e (2020)* by Matthew Mercer, from <https://www.dmsguild.com/product/301641/Blood-Hunter-Class-for-DD-5e-2020>

[Maestro] = *College of the Maestro - Bard College Option* by Matthew Mercer, from <https://www.dmsguild.com/product/183630/College-of-the-Maestro-Bard-College-Option>

DOWNLOADS

[Basic Rules] = Dungeons & Dragons Basic Rules, available for download from <https://dnd.wizards.com/articles/features/basicrules>

[EEPG] = Elemental Evil Player's Companion, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player-s-companion>

[UA Feb. 2015] = Unearthed Arcana: Eberron (v.1), available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-eberron>

[UA May 2015] = Unearthed Arcana: Waterborne Adventures, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-waterborne-adventures>

[UA August 2015] = Unearthed Arcana: Modern Magic, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/modern-magic>. This site also uses Dan Helmick's *My New D20 Modern Campaign* conversion notes from his 2015 website [article](#) on [Wizards.com](#).

[UA May 2018] = Unearthed Arcana: Centaurs And Minotaurs, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/centaurs-and-minotaurs>

[UA March 2021] = Unearthed Arcana: Folk Of The Feywild, available for download from https://dnd.wizards.com/articles/unearthedarcana/folk_feywild

[UA Oct. 2021] = Unearthed Arcana: Travelers Of The Multiverse, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/travelers-multiverse>

[TP] = The Turtle Package, see <https://dnd.wizards.com/products/tabletop-games/digital-only-rpg-products/turtle-package>

FREQUENTLY ASKED QUESTIONS | CONTACT (especially about typos, glitches and othre errors)

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